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Education

University of Illinois Urbana-Champaign

Ph.D. in Computer Science

• Advisor: Wenzhen Yuan

- Research focus: Tactile Sensing and Robotic Manipulation
- B.S. in Electrical Engineering & Minor in Computer Science
- Graduated with Highest Honor
- Relevant courses: Introduction to Robotics, Introduction to Machine Perception, Machine Learning, Artificial Intelligence, Control Systems, Digital & Analog Signal Processing, Design Optical-Based Sensors

Jingyi Xiang

Publications

- 1. H.J. Huang, J. Xiang, and W. Yuan, "Kitchen Artist: Precise Control of Liquid Dispensing for Gourmet Plating", in IEEE International Conference on Robotics and Automation (ICRA), May 2024. [Paper, Website, Video
- 2. J. Xiang, H. Dinkel, H. Zhao, N. Gao, B. Coltin, T. Smith, and T. Bretl, "TrackDLO: Tracking Deformable Linear Objects Under Occlusion with Motion Coherence", IEEE Robotics and Automation Letters, August 2023. [Paper, Video, Code]
- 3. J. Xiang and H. Dinkel, "Simultaneous Shape Tracking of Multiple Deformable Linear Objects with Global-Local Topology Preservation", in Workshop on Representing and Manipulating Deformable Objects, IEEE International Conference on Robotics and Automation (ICRA), May 2023. [Paper, Video, Poster, Code]
- 4. H. Dinkel*, J. Xiang*, H. Zhao, B. Coltin, T. Smith, and T. Bretl, "Wire Point Cloud Instance Segmentation from RGBD Imagery with Mask R-CNN", in Workshop on Representing and Manipulating Deformable Objects, IEEE International Conference on Robotics and Automation (ICRA), May 2022. [Paper, Video]

* Equal Contribution

Research Experience

RoboTouch Lab Supervisor: Wenzhen Yuan, Assistant Professor of UIUC Computer Science	Urbana, Illinois	
Undergraduate Research Assistant	September 2023 – May 2024	
 Robotic Liquid Dispensing System for Food Art September 2023 – May 2024 Trained multi-layer perceptron models to estimate liquid properties from haptic signals. Built a robotic system capable of drawing line arts on food items using arbitrary sauces unknown to the system. 		
Bretl Research Group Supervisor: Timothy Bretl, Professor of UIUC Aerospace Engineering	Urbana, Illinois	
Undergraduate Research Assistant	January 2022 – April 2024	
 Tracking Deformable Linear Objects in RGB-D Imagery August 2022 – April 2024 Developed a new deformable linear object tracking algorithm, TrackDLO, for robust deformable linear object tracking under occlusion without external state information or physics simulation. 		

June 2024 – Present

August 2020 - May 2024

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- Developed a non-rigid point set registration based method for tracking multiple deformable linear objects simultaneously.
- Created open-source C++ ROS (Robot Operating System) packages for the tracking methods developed.
- Instance Segmentation of Deformable Linear Objects February 2022 May 2022
 - Implemented and evaluated two state-of-the-art deformable linear object instance segmentation algorithms: FASTDLO and Ariadne+.

Projects

Tracking Deformable Linear Objects with Geodesic-Based Bayesian Coherent Point Drift

CS 498 Machine Perception Final Project [Report, Code]

- Implemented a recently published non-rigid registration algorithm, Geodesic-Based Bayesian Coherent Point Drift (GBCPD), in both Python and C++.
- Extended the GBCPD algorithm to account for correspondence priors.
- Integrated the GBCPD algorithm into existing deformable linear object tracking algorithms to improve the tracking performance in edge cases.

Skills

Operating Systems: Windows, Ubuntu Linux **Programming Languages:** Python, C++/C, LaTeX, MATLAB **Software:** Robot Operating System (ROS), PyTorch, Autodesk Fusion 360, OnShape, Autodesk Inventor **Hardware:** Intel RealSense Camera, ABB IRB120 Industrial Robot Arm, UR5e Industrial Robot Arm

Honors and Awards

UIUC Department of Electrical and Computer Engineering	
 Marcia Peterman Memorial Award 	March 2024
 Indira Gunda Saladi Engineering Research Prize 	August 2023
 Ellery B. Paine Outstanding Junior Award 	March 2023
• A.R. "Buck" Knight Scholarship	September 2022, August 2023
 Oakley Scholarship in Electrical and Computer Engineering 	September 2021
VEX Polyotics Composition World Skills Standing College Division	

VEX Robotics Competition World Skills Standing College Division

• Top 5 Worldwide, Top 3 in the US

Mentoring and Outreach

Illinois Office of Undergraduate Research

Illinois Undergraduate Research Ambassador

- Work as a peer mentor to guide underclassmen through the process of finding research opportunities.
- Assist workshops that aim to introduce undergraduate research to new students.
- Represent and assist the Illinois Office of Undergraduate Research in campus-wide events to promote undergraduate research on campus.

Illini VEX Robotics at UIUC

Co-Founder & Competition Team Lead

• Mentored multiple high school teams in the community to help them get started in robot programming.

May 2021, May 2022

April 2023 - May 2023

March 2023 - May 2024

December 2020 - March 2023

- Organized weekly events such as workshops, build meetings, social events, and general meetings.
- Collaborated with teams from other institutions to create a knowledge base for competitive robotics.
- Created guides and documentation for new member onboarding.
- Oversaw robot design, manufacturing, and programming.

John Carroll School Robotics Team

Alumni Mentor

June 2020 – April 2022

- Produced a series of tutorial videos on how to use Autodesk Fusion 360 to design robot mechanisms.
- Produced tutorial documents on basic robot programming and control algorithms.
- Held mentoring appointments with the current team members to provide guidance on various technical topics.

Presentations

Bretl Research Group

• 1-hour	lide presentation: "Deformable Linear Object Tracking as Non-Rigid	
Point S	et Registration" [Presentation]	February 2023
• 1-hour	lide presentation: "Tracking Deformable Linear Objects Under Occlusion"	
[Prese	tation]	September 2022